AREA 4
AREA 3
AREA 2
AREA 1
Chests
Copper 1 2 Conquest Tokens, 1 Curse, 1 Copper Treasure
Copper 2 1 Conquest Tokens, 100 coins, 1 Copper Treasure
Copper 3 2 Curses, 2 Copper Treasure
Silver 1 3 Conquest Tokens, 1 Curse, 1 Silver Treasure
Silver 2 2 Conquest Tokens, 200 coins, 1 Silver Treasure
Silver 3 1 Conquest Tokens, 2 Curses, 2 Silver Treasure
Gold 1 3 Conquest Tokens, 1 Curse, 1 Gold Treasure
Gold 2 3 Curses, 2 Gold Treasure
Halls of the Beastlord

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Halls of the Beast Lord

By Plenzdorf

Important: Players begin the quest with 3 conquest tokens.

Scenario Background

Lord Wifflefrick's niece, the lovely Lady Evenstar, is distraught over the recent theft of a family heirloom--the prized Evenstar Emeralds. The court magician is the prime suspect, and the duke seeks a group of capable adventurers to seek out the wizard's stronghold.

The duke promises to pay you well for your efforts, so you decide to travel into the nearby wilds in search of the wizard's citadel and the emeralds that surely lie within.

Mission Goals

After nearly a whole day's journey, you've come to the stronghold of Thalmax, the traitorous court wizard. If the duke's guard is correct, you should find the Evenstar Emeralds within. It is your job to defeat Thalmax and recover the missing heirloom. An enormous bronze door is all that stands between you and the stronghold of the rogue wizard!

Area 1

After prying open the great bronze door, you find yourselves in the entryway of the citadel. Here, shadows and filth cloak the room, and an odd mixture of scuffling feet and beastial grunts erupt from the darkness beyond.

Area 2

Uncanny, dancing lights flicker in this chamber, providing dim illumination.

You have heard of wizards in the realm using spells to provide lights such as these within their strongholds--you must be on the right track! Ahead you spy several inhuman forms stirring in the half-light . As these half-glimpsed creatures take notice of you, the silence of the chamber is rent by a hideous, cackling cacophony and the flap of leathery wings.

Area 3

From somewhere in the shadows of the chamber beyond, you hear the clatter of chains and a shrill, uncouth howling. As you move farther into the chamber, you glimpse a huge, manlike creature struggling against chains that hold its arms to the cold stone wall. Before the creature squat two smaller forms that seem to be an unholy blend of man and beast. Judging from the iron bands still clasped about their forearms, the beast men seem to have been similarly restrained. Just then, the larger humanoid pulls mightily on its restraints, freeing itself from the chains with an ear-splitting clank!

Area 4

This chamber is furnished opulently, but fine furniture and decorations lie scattered and broken on the floor. Suddenly, a cry of terror and pain cuts through the air like a sharp blade through soft flesh. Ahead, you see a gargantuan being, basically human in proportions. It appears to be eating voraciously. You see, to your shock and horror, that it holds in its massive hand a now headless human form dressed in red satin robes--it seems that Thalmax lost control of his minions, and they now dine upon his flesh. You can only hope the emeralds are somewhere to be found among the clutter of this once grand chamber. But first, you must face the wretched giant who towers before you, a macabre smile on its blood stained lips.

If the heroes defeat Thalmax's master minion:

With a tremendous cry, the giant falls to the ground. The chamber shakes violently with the impact of the fall, and the few pieces of furniture that remain standing tumble to the ground. All that remains of Thalmax now is a partially devoured corpse--and all that remains of his legacy is this ruined chamber.

If a hero ends his or her movement on the encounter marker:

Looking through the valuables that remain intact, you spy a bright flash of green in the rubble below. You fish beneath the debris on the chamber floor for a moment and eventually clasp a string of glittering green stones. It seems you've found the Everling Emeralds!

The duke rewards the heroes with 100 gold each. The heroes also gain 2 conquest tokens for surviving the halls of the beastlord and retrieving the Evenstar Emeralds.

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